

# ABSTRACT

To increase a feeling of competitiveness between players of a music-oriented game. Based on evaluation of performance of the first and second players based on their steps, the number of times step timing is presented as guidance is varied. Specifically, while reference arrows 46, 48 are displayed, a plurality of timing guidance arrows 50, 62 approaching the reference arrows 46, 48 are also displayed on a game screen image 40, whereby a state where step timing is arriving is shown to the player. Then, a speed at which the reference arrows 46, 48 approach the timing guidance arrows 50, 62, respectively, is changed from a default speed to speeds of half, twice, and three-times the default speed based on the result of evaluation on the respective player's stepping performances, to thereby change the guidance level.